nintendo
Wi-Fi
connection
NINTENDO DS™
MEGA MAN STAR FORCE 3
RED JOKER
INSTRUCTION BOOKLET
CAPCOM®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal™

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-7 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

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A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting MEGA MAN STAR FORCE® 3: RED JOKER for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

- Hidden features of the game will be gradually released on megaman.capcom.com. Visit us there!
- Register online at reg.capcom.com

PROLOGUE

EM Wave Viruses wreak havoc...

Systems go crazy due to increased Noise Levels...

And... Meteor G draws ever closer...

The whole world is in danger!

In this world, EM Wave technology has reached incredible new heights. EM Waves with physical bodies can now do more than their creators ever dreamed.

But along with this amazing progress, EM Wave Viruses grow ever more destructive, and systems across the world are running amok in response to increases in Noise Levels.

As if that isn't enough, the EM Wave World is now starting to feel the effects of the Noise, thanks to Meteor G, a mysterious giant meteor that suddenly appeared and is quickly approaching Earth. Will Geo and his friends be able to stop this enormous meteor in time?

FACE THE CRISIS WITH THE HUNTER-VG!

HUNTER-VG...THE ONLY MEANS OF FIGHTING BACK!

EM Wave Virus monsters and runaway systems caused by increased Noise Levels are happening with increased regularity. To combat these, the Satella Police have developed a ***NEW TYPE OF TERMINAL*** known as the ***HUNTER-VG***! Designed specifically for virus busting, it possesses all the features of previous terminals, but is specially made explicitly for virus busting. ***AND***...it has been enhanced with additional data capture functions.

PROGRAMS WITH PERSONALITIES: WIZARDS!

Through the renovation of PErsonal Terminals (***PETs***), to the new Hunter-VG type, something else has been able to evolve. That something is ***WIZARDS***. Wizards are programs with human-like personalities that are linked to electronic devices such as the Hunter-VG. They can take physical form as ***EM BODIES***, and they each possess Abilities specialized for their respective objectives.

BROTHER BAND & LINK POWER

BROTHER BAND is a system by which people who truly trust each other are connected via ***LINK***. By forming Brother Bands, two people can share a goal of building an ever stronger foundation of trust. The Link gained through Brother Bands is expressed as numbers known as ***LINK POWER***. The higher this Link Power is, the more the person is trusted. If you form a Brother Band with a real-life friend, that friend is known as a ***REAL BROTHER***.

PURPOSE & TEAMS

PURPOSE is one of the Hunter-VG's new functions. It refers to the act of setting the same goal as your companions. When you and a friend or friends have the same Purpose, a new function is added in which the goal is to form an even stronger Link bond. When people with the same Purpose gather together, they cooperate to achieve the Purpose goal. This is known as a ***TEAM***.

GEO STELAR

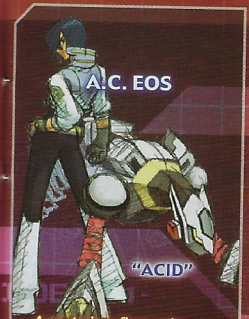
A 10-year-old boy who loves space, Geo is the protagonist of the MEGA MAN STAR FORCE® series. Although he suffered from depression after his father went missing in an accident, he has gone through many trials and forged strong bonds with a number of companions, and has now regained his bright and cheerful self. He knows the power of Link better than anyone.

OMEGA-XIS

Originally an EM Wave from the planet FM, Omega-Xis now lives with Geo, and partners with him as his Battle Wizard. He loves fighting viruses.

MEGA MAN

The form of Geo and Omega-Xis after they combine via an EM Wave Change, Mega Man is a hero who has already saved the world twice from peril!



A.C. EOS "ACID"

A mysterious figure who possesses the incredibly powerful Battle Wizard, Acid. Not only that, he knows that Mega Man's true identity is actually...Geo!

Though Geo's friend Bud has a bad habit of overeating, he cares deeply for his friends and is proud of his strength.

"TAURUS" BUD BISON

In this game, Bud has gained the Battle Wizard Taurus and has begun EM Wave Change training.

"LAPLACE" SOLO

A survivor of the ancient Mu civilization, Solo has fought fiercely with Mega Man in the past. He carries the mysterious wizard Laplace; when he EM Wave Changes he becomes Rogue. He denies that Link Power has any power worth considering.

ZACK TEMPLE

Geo's friend Zack is physically inept but possesses a broad range of knowledge on many subjects. He is a strong support for Geo and their friends.

LUNA PLATZ

Geo's friend Luna is known as Prez. She acts bossy and arrogant, but she's actually very kind and considerate. She's also a huge Mega Man fan.

SONIA STRUMM

A friend of Geo's, Sonia is also a hugely popular singer. By combining with her wizard, Harp, she can EM Wave Change into Harp Note.

GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.) Insert the ***MEGA MAN STAR FORCE® 3: RED JOKER*** Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place.
2. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. After reading and understanding the Health and Safety message, touch the Touch Screen to continue.
3. Touch the ***MEGA MAN STAR FORCE® 3: RED JOKER*** panel on the Touch Screen to begin the game. The Main Menu will appear. (Note: If your Nintendo DS is set to Auto Load, you won't need to perform this step.)
4. Follow the instructions on-screen to continue.

⚠ WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety
Touch the Touch Screen to continue.

TITLE SCREEN

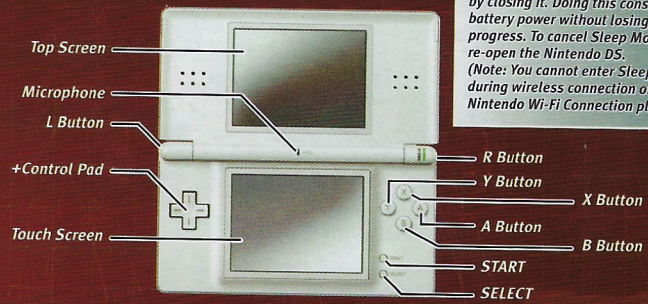
After pressing START, choose whether to play with Data 01 or Data 02. Each data can contain one save game.

NEW GAME	Start a new game from the beginning.
CONTINUE	Resume playing the game from the last save point.

GAME CONTROLS

FIELD CONTROLS

You can put the Nintendo DS into Sleep Mode at any time by closing it. Doing this conserves battery power without losing game progress. To cancel Sleep Mode, re-open the Nintendo DS. (Note: You cannot enter Sleep Mode during wireless connection or Nintendo Wi-Fi Connection play.)



FIELD SCREEN

+Control Pad	Move Geo/menu cursor
A Button	Talk to people/Examine/ Confirm
B Button	Cancel/Hold down to fast-forward through messages
X Button	Enter Hunter-VG Menu Screen
Y Button	Turn Visualizer on/off

L Button	Talk with Omega-Xis
R Button	Turn EM Wave Change on/off
START	Not used
SELECT	Turn Brother Display Mode (on Touch Screen) on/off

GAME CONTROLS

BATTLE CONTROLS

CUSTOM SCREEN

+Control Pad	Move cursor
A Button	Confirm Battle Card selection/Confirm
B Button	Cancel Battle Card selection
X Button	Not used
Y Button	View Battle Card info
L Button	Run away (you won't always succeed)
R Button	View Battle Card info
START	Quick-move cursor to OK
SELECT	Not used

Note: You can control the Custom Screen with the stylus.

ACTION SCREEN

+Control Pad	⬅/➡: Move left/right ⬇: Lock-on/Lock-off
A Button	Use Battle Card
B Button	Mega Buster (hold down for rapid fire)
X Button	Not used
Y Button	Shield
L or R Button	Enter Custom Screen (when Custom Gauge is full)
START	Pause battle (except during Versus Mode)/Change camera angle during Lock-On attack *(see page 15)*
SELECT	Not used

USING THE WIRE

The Real World is where Geo and other humans live. Try talking to people and examining things!

TALK/EXAMINE

Stand in front of a person or thing, then press the ***A Button*** to talk to that person or examine that thing. When you do this, a window will sometimes pop up on the Touch Screen. Touch the pop-up to gain more detailed information about that person, or to choose a destination when riding an elevator or other transportation device.

USING YOUR VISUALIZER

Press the ***Y Button*** to put on your Visualizer. This lets you see the EM Wave World while remaining in the Real World. Check it out!

WAVE LINER

This transport device travels at high speed across tracks made out of Real Waves. As you progress in the story, the number of locations you can visit using the Wave Liner will increase.

WAVE STATIONS

These facilities handle data distribution for each area. You can use them not only to check news and information for their area, but also to download White Cards *(see page 27)*, which can be useful in battle.

EM WAVE CHANGE

Press the ***R Button*** to EM Wave Change into Mega Man any time you're on the Field Screen. When you stand in front of a Wave Station as Mega Man, you can get on top of the Wave Road.

WAVE ROADS & CYBER CORES

Wave Roads are the EM Wave paths that connect all electronic devices to each other. If you undergo an EM Wave Change and become an EM Wave being, you can travel via Wave Roads and enter many different Cyber Cores.

PULSE IN/PULSE OUT

Getting onto a Wave Road from a Wave Station when in Mega Man form is known as ***PULSE IN***, and getting off the Wave Road is known as ***PULSE OUT***. While moving along Wave Roads, you can press the ***R Button*** at any time to return to the last place you Pulsed In. So, if you've lost a lot of HP from battles and need to recover, don't be afraid to Pulse Out. After Pulsing Out, just EM Wave Change back to Geo to recover all your HP!

MYSTERY WAVE

Groups of EM Waves known as ***MYSTERY WAVES*** can sometimes be seen floating around in the EM Wave World. If you discover one, be sure to examine it. Inside you can usually find items, Abilities, or Battle Cards.

Besides the standard blue and green Mystery Waves, it's possible that other waves may exist with even more unusual colors.

EM WAVE VIRUSES IN THE REAL WORLD

When exploring the Real World, you will sometimes come across EM Wave Viruses that are up to no good, such as attacking electronic devices. When this happens, stand in front of them as Mega Man and press the ***A Button*** to enter a battle and delete them. Deleted viruses will cease to exist.

If you can defeat them all, you might just get a bonus!

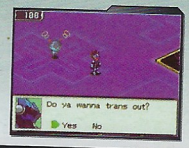
TOUCH ACCESS POINT POP-UPS & TRANS IN!

Certain locations on Wave Roads, known as ***ACCESS GATES***, let you enter electronic devices. Stand on top of them, and an Access pop-up will appear on the Touch Screen. Touch the pop-up to ***TRANS IN*** to a variety of electronic devices.

Some devices require a special access code before letting you Trans In.

TRANS OUT

When inside a Cyber Core, press the ***R Button*** at any time to return to the location where you Transed In. This is known as a ***TRANS OUT***.



CHANGING & EDITING FOLDERS

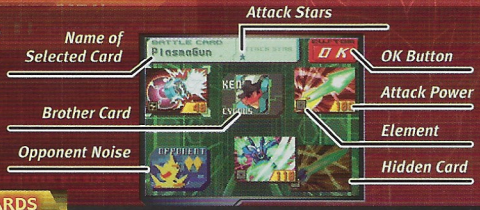
While you're transformed into Mega Man, the names of currently equipped folders will appear on the Hunter Screen. Touch a folder name to enter the Edit Folder Screen. Touch the arrow beneath a folder name to change to another folder you want to equip. Use this feature to change equipment "on the fly" when facing enemies and tricky situations so you can always have an advantage.

MYSTERY SPACE

Besides Wave Roads and Cyber Cores, there is another kind of area known as a ***MYSTERY SPACE***. To date, it is still not known exactly how to get there. Can you figure it out?

CUSTOM SCREEN

When you encounter EM Wave Viruses, before you begin fighting you will enter the Custom Screen. Here, you will choose which Battle Cards to use in the upcoming battle.



CHOOSING BATTLE CARDS

While you're inside the Custom Screen, you'll see six cards that are chosen at random from your equipped folders. From these, choose (or touch) the Battle Cards you want to use, in the order in which you want to use them. Then choose (or touch) the ***OK Button*** to begin the battle! Don't forget, to escape from the battle, press the ***L Button*** while in the Custom Screen and you might be able to run away—if you're lucky. But be warned! If you can't escape successfully, you will end up starting the battle without having chosen any cards.

BATTLE CARD SELECTION RULES

In order to select two or more cards at the Custom Screen, you need to follow these rules. When you're done, press the ***OK Button*** to switch to the Action Screen and begin the battle.

1 SAME CARDS

Select cards that are the same.

2 CARDS IN THE SAME COLUMN

Select cards that are stacked in a column.

3 CARDS IN A ROW

Select cards that are in a row.

! EXCEPTION

Cards with a white plate in the lower right corner can always be selected, regardless of the rules.

BATTLE CARD TYPES

BATTLE CARD — The basic card used in battle. There are many different and varied types of cards.

BROTHER CARD — These cards appear once you have formed a Brother Band with a real-life friend. They allow you to do two things: perform a Noise fusion, or ***MULTI-NOISE FORM***, and use a Roulette wheel that will randomly choose a Battle Card from your Brother folder. *(For more information, see page 22.)*

OPPONENT NOISE — You can attain these cards from opponents you fight in Nintendo Wi-Fi Connection Wave Battles. Like Brother Cards, they can be used to perform Multi-Noise Form and Card Roulettes. *(For more information, see page 27.)*

SUPPORT USE & SINGLE USE — Every now and then, Battle Cards of the same type will stack on top of each other and hide the cards below. When this happens, you won't be able to move the cursor to the hidden card or select it. However, by touching the hidden card, you can choose to use it in one of two ways:

- ***SUPPORT USE:*** You can change that card into a Support Card with supplementary functions. The Support Card will be different depending on the original card's element.
- ***SINGLE USE:*** You can use the hidden card as normal, though you can't choose any other cards along with it.

Non-elemental:	Area Eater
Fire Elemental:	Attack+10
Aqua Elemental:	Invisible
Elec Elemental:	+Paralyz
Wood Elemental:	Grass Stage

ATTACK STARS — These powerful stars can raise the Attack Power of Standard Class Cards. ***(For more information, see page 39.)***

BATTLE ACTION SCREEN

USE BATTLE CARDS

Press the ***A Button*** to use your Battle Cards in the order you chose them at the Custom Screen.

FIRE MEGA BUSTER

Hold down the ***B Button*** to rapid-fire the Mega Buster. If you hold off on firing it for a while, it will charge up automatically and allow you to use a powerful Charge Attack. There is no ammunition limit.

SHIELD

Press the ***Y Button*** to activate your shield and defend yourself against enemy attacks. Though your shield is very strong, be warned that it can't fully protect you from some attacks.

COUNTER

Landing a Battle Card attack at the exact moment that an enemy tries to attack you is known as a ***COUNTER***. A Counter leaves the enemy stunned, and grants a random Battle Card from your folder without entering the Custom Screen. After you get the hang of battling, use Counter as much as possible.

CUSTOM GAUGE

During battle, the Custom Gauge automatically fills over time. When it's completely full, you can press the ***L*** or ***R Button*** to enter the Custom Screen.

NOISE LEVEL

This percentage number indicates the amount of Noise *(see page 16)* there is in effect. This number starts appearing gradually as you advance through the story.

GAME OVER

If Mega Man's HP falls to zero (0), the game ends and you return to the Title Screen. Be sure to save often so you can resume your game without losing too much progress.

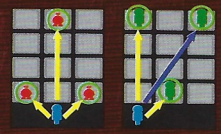
MEGA ATTACK & LOCK-ON

A Mega Attack is a special ability of Omega-Xis where you can instantly appear in front of enemies to attack them. Press the ***+Control Pad*** ⬇ to enter Lock-On Mode and search for enemies. When you find one, press the ***A Button*** immediately to perform a Mega Attack.

LOCK-ON

When you're locking-on to enemies from the center vertical row, your search area will find enemies in your same vertical row, and any that are located at 45° angles from you. From either side vertical row, you can also lock-on to enemies in front of you and those at a 45° angle.

When battling another player via wireless connection, you can also lock-on to enemies in the corner opposite from you. Additionally, some Abilities out there will enable you to change your search area.



Lock-on to enemies in front of you and at 45° angles. In wireless connection battles, you can also lock-on to enemies in the opposite corner from you.

CHANGING CAMERA ANGLES

Press ***START*** during a battle to simultaneously pause the battle and give yourself the chance to change the camera angle during your attacks. Two main camera angles are available during Lock-On Attacks:

- ***NORMAL***: Camera angle is specific to each Battle Card.
- ***SIDE***: Camera angle views the Battle Field action from the side.

Note: If you select ***OFF***, the camera will not view either Normal or Side angles.

NORMAL ANGLE

SIDE ANGLE

NOISE LEVEL

Noise Level is a number that indicates, as a percentage, how much Noise occurs during a battle. The higher this number is, the more Noise there is as well. When Noise Levels are high, unusual things may happen. Also, you could receive cards at the Results Screen that you would normally be unable to acquire from it.

RAISING THE NOISE LEVEL

The conditions for raising the Noise Level depend on whether you're fighting a Virus Battle, Boss Battle, or Versus Battle.

VIRUS BATTLE

In Virus Battles, if you use a non-dimming, non-elemental Battle Card to delete a virus, the difference between that card's Attack Power and the virus's remaining HP will be added to the Noise Level.

BOSS BATTLE

In Boss Battles, if you use a non-dimming, non-elemental Battle Card to land an attack on a boss, half of that damage will be added to the Noise Level.

VERSUS BATTLE

In Versus Battles, landing a Battle Card attack, regardless of element, via a Mega Attack will add half the damage from that attack to the Noise Level, with exceptions for Mega Class Cards and Giga Class Cards. With Mega Class Cards, 20% of the damage will be added to the Noise Level. With Giga Class Cards, 30% will be added.

NOISE LEVEL INDUCED CHANGES

Different effects occur during battles in response to the Noise Level.

0%–49% No major effects.

50% & UP Noise will start to scatter across the screen; if in the middle of a Noise Change, you will see a ***VIBRANT NOISE FORM*** phenomenon occur. *(See page 19.)*

100% & UP (200% & UP during Wireless Connection play) The Noise increases in intensity; you can sometimes land attacks on flashing enemies that are usually immune; you will be drawn toward any enemy you knock backward.

200% & UP A certain special event will take place. *(See page 23.)*

RESULTS SCREEN

When a battle ends, the Results Screen appears. It displays the time it took for you to delete all enemies, the Busting Level that evaluates your skills, and the various data you have acquired. The higher your Busting Level, the more Battle Cards you are likely to receive.

ILLEGAL DATA

If you wipe out all enemies during a battle when the Noise Level is 100% or more, sometimes the Noise will cause the Acquired Data you receive from the battle to change into a Battle Card completely unrelated to the type of viruses you just defeated. This is known as ***ILLEGAL DATA***.

If you are lucky, the type of card you receive this way may even be a special Illegal Card that is impossible to acquire in any other way!

Illegal Cards are special types of cards that are not registered in the library. They are displayed with green text in your folders.

NOISE CHANGE

As the game story progresses, Mega Man undergoes a number of transformations known as ***NOISE CHANGES***. These are due to the effects of the Noise Control Program ***JOKER PROGRAM***. Joker Program tunes itself to harmonize with the usually harmful Noise. There are many types of Noise Changes, each with its own special Abilities.

NOISE LEVEL & TRANSFORMATION

NOISE LEVEL: 0%-49%

Any Noise Change that Mega Man undergoes differs depending on the Noise Level at the time. When the Noise Level is ***0% to 49%***, Mega Man's outfit changes but his color stays the same. This condition is called ***NOISE FORM***. While in Noise Form condition, some of Mega Man's transformed Abilities increase in effectiveness, but many of them stay the same.

NOISE LEVEL: ABOVE 50%

When Mega Man undergoes a Noise Change while the Noise Level is 50% or greater, he changes color as well as outfits. This condition is ***VIBRANT NOISE FORM***. While Mega Man is in this condition, all his special Abilities are enabled and his charge attack is modified. He also becomes able to use NFBs that he could not use while in Noise Form condition.

NOISE FORCE BIG BANGS (NFBs)

Noise Force Big Bangs are super powerful techniques that charge Noise Power up to its maximum before unleashing it. Mega Man can acquire these by performing Counters while transformed (except when in Noise Form condition). Like Battle Cards, NFBs can be used by pressing the ***A Button***.

TRANSFORMATION ENHANCEMENTS

While Mega Man is in Noise Form, Vibrant Noise Form or Multi-Noise Form *(see page 22)* condition, the Attack Power of cards with certain elements may increase. In these situations, any Battle Cards with enhanced Attack Power will display that power in red on the Custom Screen.

TRANSFORMATION TYPES

Once Mega Man undergoes a Noise Change, he can use these Abilities. ***BLUE PANELS:*** These exclusive Abilities can be used even during Noise Form. ***RED PANELS:*** These Abilities can only be used during Vibrant Noise Form.

LIBRA NOISE — *Element:* NONE — *Weakness:* BREAK ATTACKS

Exclusive Abilities	
Fire Elemental Card Attack Power: **+10**	Using non-dimming, non-elemental cards: **5% HP Recovery**
Aqua Elemental Card Attack Power: **+10**	Charged Shot: **Side Spread**
	NFB: **Meteor Light Barrage**

CORVUS NOISE — *Element:* FIRE — *Weakness:* AQUA

Exclusive Abilities	
Non-dimming Fire Elemental Card Attack Power: **+30**	Nullifies effects of Poison Panels, HP Bugs, and enemy Black Hole type cards
	Charged Shot: **Shocking Flare**
	NFB: **Atomic Blazer**

CANCER NOISE — *Element:* AQUA — *Weakness:* ELEC

Exclusive Abilities	
Non-dimming Aqua Elemental Card Attack Power: **+30**	Adds bubble effect when attacking with non-dimming Aqua Cards
	Charged Shot: **Bubble Shot**
	NFB: **Dyna Wave**

GEMINI NOISE — *Element:* ELEC — *Weakness:* WOOD

Exclusive Abilities	
Become able to use Tag Functions *(see page 27)*	Adds paralysis effect when attacking with Sword Cards
Non-dimming Elec Elemental Card Attack Power: **+30**	Charged Shot: **Rocket Knuckle**
	NFB: **Thunder Bolt Blade**

OPHIUCA NOISE — *Element:* WOOD — *Weakness:* FIRE

Exclusive Abilities	
Wood Elemental Card Attack Power: **+20**	Adds confusion effect when attacking with non-dimming, non-elemental cards/Prevents Mega Man from being afflicted with Confusion or Blindness
	Charged Shot: **Wood Shot**
	NFB: **Elemental Cyclone**

❑ If you are hit with an attack that targets your weakness while in Vibrant Noise Form condition, you will automatically revert to Noise Form condition but avoid taking double damage.

Be sure to note that Abilities added afterward by Multi-Noise Form will not be able to active. These include Abilities such as Gemini Noise's Tag functions and Crown's power to increase the probability of cards that summon a creature being the first to appear.

CYGNUS NOISE — *Element:* NONE — *Weakness:* SWORD

Exclusive Abilities	
Air Shoes/Float Shoes	Non-dimming Wind Attack Card Attack Power: **+30**
Non-elemental Cards Attack Power: **+10**	Charged Shot: **Feather Vulcan**
	NFB: **Meteor Light Barrage**

TAURUS NOISE — *Element:* FIRE — *Weakness:* AQUA

Exclusive Abilities	
Super Armor	Charged Shot: **Heat Cannon**
Non-dimming Fire Elemental Card Attack Power: **+50**	NFB: **Atomic Blazer**

VIRGO NOISE — *Element:* AQUA — *Weakness:* ELEC

Exclusive Abilities	
Prevents Mega Man being afflicted with Freezing or Bubble	Charged Shot: **Aqua Wave**
Non-dimming Aqua Elemental Card Attack Power: **+30**	NFB: **Dyna Wave**

CROWN NOISE — *Element:* ELEC — *Weakness:* WOOD

Exclusive Abilities	
Increases probability of cards that summon a creature appearing first	Adds blindness effect to non-dimming, non-elemental card attacks
Elec Elemental Card Attack Power: **+20**	Charged Shot: **Plasma Shot**
	NFB: **Thunder Bolt Blade**

WOLF NOISE — *Element:* WOOD — *Weakness:* FIRE

Exclusive Abilities	
Quick Gauge	Wood Elemental Card Attack Power: **+10**
	Automatic Lock-On when using Wood Elemental Card
Non-dimming Sword Cards Attack Power: **+30**	Charged Shot: **Shock Claw**
	NFB: **Elemental Cyclone**

❑ Cards that summon a creature refer to cards that call on boss characters to perform attacks and to Mega Class Battle Cards.

MULTI-NOISE FORM

Multi-Noise Form is the act of merging one of Mega Man's Noise transformations with another Noise transformation. The resulting condition is known as a ***MULTI-NOISE FORM***. The combination of two sets of Noise Abilities makes this condition tremendously powerful. However, to use it you will need either Brother Cards, which are obtained by forming Brother Bands with real-life friends, or Opponent Noise, which is obtained through Nintendo Wi-Fi Connection battles.

USING MULTI-NOISE FORM

Select a Brother Card or Opponent Noise at the Custom Screen to get an option that will let you choose between Multi-Noise Form and Roulette.

- Choose ***MULTI-NOISE FORM*** to enter the Action Screen and immediately perform the Multi-Noise Form. (Remember that you will not be able to perform a Multi-Noise Form if the two Noises you are using are the same.)
- If you choose ***ROULETTE***, either a Brother White Card, a Mega Class Card, or a Giga Class Card from the inside of your Brother Folder will appear. However, in order to perform a Multi-Noise Form, you need to have the Joker Program Ability equipped, and Mega Man must have already performed a Noise Change at least once.

If you take damage from your weak element, your transformation will be canceled and you will revert to your Noise Form condition. On the other hand, you will be spared from taking double damage.

FINALIZE

Finalize is the ultimate transformation. It is performed by accessing the server located inside Meteor G, the Noise meteor, and downloading its massive data. If you enter the Custom Screen when the Noise Level is at 200% or higher, a Meteor Access pop-up will appear. Touch this pop-up to gain access to the meteor's server.

From then on you will be able to transform into and fight as Red Joker for the next three turns. However, while Finalize provides many powerful enhancements while you are using it, be aware that it also changes the contents of your folder into powerful meteor server-side Battle Cards.

RED JOKER ABILITIES

- All card attacks performed with a Mega Attack do twice the damage
- Buster Max
- Super Armor
- Status Shield
- NFB: Red Gaia Eraser

METEOR SERVER ACCESS LEVEL

The Access Level fluctuates in correspondence with the Noise Level when you Finalize. The higher the Access Level is, the more powerful the contents of your folder will become once you Finalize.

BATTLE CARD

This lets you equip folders and edit the folder contents. *(See page 26.)*

LIBRARY

This lets you see all the Battle Cards that you've obtained so far (except for Illegal Cards, which are not registered in the Library). When you select a Mega Class or Giga Class Card in the Library, you will see its graphic in full scale.

MESSAGE

Here you can read all the messages that various characters send you during the course of the game.

MEGA MAN

This lets you see Mega Man's current stats. You can also open the Profile, Ability, and Omega-Xis Screens from here. *(See page 28.)*

- Touch the face graphic to open the Profile Screen.

From the Hunter's Screen (usually in standby mode) touch the Menu Button or press the ***X Button***, to enter the Menu Screen. (You can also use the stylus to navigate the Menu Screen.)

KEYWORD

Touch this to check the names of people, things and events that are important to the story.

ZENNY

The Touch Screen always displays your current total Zenny, which you use to purchase items in the game.

BROTHER

Here you can see registration information for all the real -life friends with whom you have formed Brother Bands. *(See page 32.)*

ITEM

Here you can check on Key Items you've acquired that are needed to advance the story, and use items like Sub-Cards that can restore your HP and other helpful effects.

NETWORK

This lets you form Brother Bands with your friends, conduct network battles, and trade cards. You can connect in this mode in two ways: wirelessly, and via Nintendo Wi-Fi Connection. *(See page 34.)*

SAVE

This lets you save your play data. You can also view a list of characters with whom you have formed Brother Bands within the game.

FOLDERS

Folders are used to store and organize Battle Cards. When you start a new game, you have one folder that you can edit, and spare folders that you can't edit. As you advance in the story, you eventually get two additional spare, editable folders. These are useful when you can no longer equip a current folder, usually due to a change in Mega Man's Abilities.

EDITING FOLDERS

On the Folder Edit Screen, press the *+Control Pad* ⬅/➡ to switch between the Folder and Card Box Screens. By using these two screens, you can move cards from the card box to a folder, and vice versa. This is all you need to do to edit folders. After you select a card, choose a second card to have the two switch positions. If you select the same card twice, it will go to a folder if it is in the card box, and to the card box if in a folder.

You can also press the ***X Button*** to sort your cards, and the ***L*/*R Buttons*** to quickly scroll through cards. To scroll even faster, hold down the ***L Button*** and press the *+Control Pad* ⬆, or hold down the ***R Button*** and press the *+Control Pad* ⬇. Press ***SELECT*** to completely empty a folder.

FOLDER RULES

- ❑ You must use at least 30 Battle Cards.
- ❑ You can include up to 5 of the same Standard Class Card.
- ❑ You can include up to 5 Mega Class Cards, but only 1 Giga Class Card. Only one card with a given name can be used at a time.
- ❑ You can use White Cards in sets of 4 at pre-determined locations.

* Different Abilities may enable you to include higher numbers of Mega Class and Giga Class Cards in your folders.

CARD COLORS

- ***STANDARD CLASS*** Cards
- ***MEGA CLASS*** Cards; rare and hard to find
- ***GIGA CLASS*** Cards; so rare, only a few exist
- ***SPECIAL*** Cards: selectable any time on the Custom Screen, regardless of rules

❑ You can also use the stylus to navigate the Folder Selection, Folder Edit, and Card Box Screens.

SELECTING DEFAULT CARDS

Default Cards always appear when you first open the Custom Screen. To select these, move the cursor to a card you want to make a Default Card and press the ***Y Button*** (press the ***Y Button*** again to cancel that selection). You can only use Standard Class Cards to make Default Cards.

BROTHER CARDS

Brother Cards are automatically added to your collection when you form a Brother Band with a real-life friend *(see page 13)*. Choose whether or not to equip them at the Folder Edit Screen by turning them ***ON*** or ***OFF***.

OPPONENT NOISE

You can earn Opponent Noise Cards by winning a Nintendo Wi-Fi Connection network battle. Up to 8 Opponent Noise Cards can be added to your Item Screen. To use them, select them from the Key Items Screen and register them at the Brother Screen. Like Brother Cards, they are automatically registered to your folders, and you can choose whether or not to equip them by turning them ON or OFF. At their most basic, they function just like Brother Cards, and they can be used to perform Multi-Noise Form or play a Roulette. However, if you use an Opponent Noise Card to play a Roulette. a single White Card from your Battle Mate will always be chosen.

WHITE CARDS

Special White Cards are always used in sets of 4 and always in the same pre-determined locations. You can get White Cards by downloading them at Wave Stations. During battle, you can select them along with other cards regardless of the card selection rules. Like Brother Cards and Opponent Noise Cards, you can turn them ***ON*** or ***OFF*** for use in the Folder Edit Screen. When turned ***ON***, they show up in the Custom Menu during battles.

TAG FUNCTION

Tagging is a special Ability of the Gemini Noise transformation. It allows you to choose two cards at the Folder Edit Screen; these cards will then become much more likely to appear at the same time during battles. To tag cards, move the cursor to the cards you want to choose at the Folder Edit Screen and press the ***Y Button***. (Press the ***Y Button*** again to cancel the tag.)

MEGA MAN SCREEN

PLAYER'S FACE

This displays Mega Man's face in his current Noise transformation. Touch this to bring up the Profile Screen *(see page 31)*.

ABILITY

Select this to bring up the Ability Screen *(see page 29)*.

OMEGA-XIS

Select this to bring up the Omega-Xis Screen *(see page 30)*.

RECORDS

Select this to bring up the Records Screen. Here you can see your Delete Times for bosses you have defeated.

In My Records you can see how your times compare to your Brothers' times. The faster your best record is here, the more a certain attack's Attack Power will increase. Move the cursor to a record and press the ***A Button*** (or touch it with the stylus) to delete individual records or see your Brother Ranking. Records are updated along with Brother and data updates.

PARAMETER

This displays Mega Man's current maximum HP, how many Mega Class and Giga Class Cards he can place in a folder, and information about his currently equipped Abilities. Use the ***L*/*R Buttons*** to flip through different pages. Records will not be displayed unless you have defeated at least one boss and registered that Delete Time.

- You can also use the stylus to navigate the Mega Man Screen.

ABILITY SCREEN

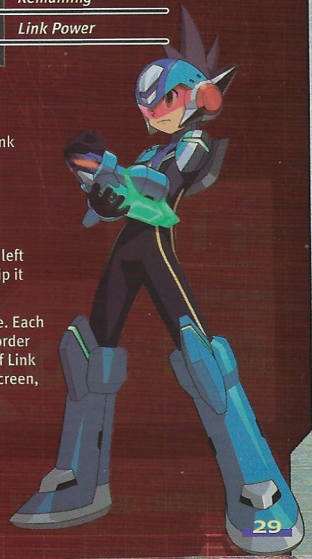
ABILITY

Ability uses Link Power to raise Mega Man's stats. The more Link Power you have, the more Ability you can equip. Select *Ability* on the Mega Man Screen to enter the Ability Screen.

RULES FOR EQUIPPING ABILITY

- The Ability you acquire is added to the List column on the left of the Ability Screen. Select an Ability from the list to equip it and add it to the Equipped column on the right.
- You aren't able to equip all the Ability you want all at once. Each Ability requires a certain number of Link Power points in order to be equipped. If that number is more than the number of Link Power points remaining, shown in the lower right of the screen, you will not be able to equip that Ability.
- Press the ***Y Button*** to see detailed data about an Ability, and press the ***X Button*** to sort them.
- Press ***SELECT*** to remove all equipped Ability at once.

- You can also use the stylus to navigate the Ability Screen.



OMEGA-XIS SCREEN

The Omega-Xis Screen enables you to change your equipment. Doing this changes the abilities of your Mega Buster.

Currently Equipped Weapon

Mega Buster Abilities

CURRENTLY EQUIPPED WEAPON

This displays the name of the weapon Omega-Xis is using.

MEGA BUSTER ABILITIES

This displays the abilities of Mega Man's current Mega Buster. The Mega Buster's abilities change depending on the current equipment.

ATTACK	The Attack Power for a single Mega Buster shot.
RAPID	The rapid-fire capabilities of the Mega Buster. The higher this number is, the more shots the Mega Buster can fire rapidly.
CHARGE	The time it takes for the Mega Buster to build up a charge attack. The higher this number is, the faster the Mega Buster will charge.

❑ You can also use the stylus to navigate the Omega-Xis Screen.

PROFILE SCREEN

CODE NAME Your *CODE NAME* is the name you use when playing Multiplayer Mode. Select it on the Profile Screen to change it. Remember that changing your Code Name will reset your battle history under the new name.

❑ You can also use the stylus to navigate the Profile Screen.

When you connect via Nintendo Wi-Fi Connection, your Code Name can be seen by many people. Please refrain from using a Code Name that reveals personal information or that may offend other players.

FACE GRAPHIC This displays the face graphic for Mega Man's current Noise type. Touch this to bring up the Mega Man Screen *(see page 28)*.

WHITE CARD This displays the White Card currently in use. If you move the cursor to the White Card section and press the ***A Button***, you can acquire more White Cards by using the command found at www.capcom.com/megaman.

MESSAGE Here you can edit the comments that appear on your profile when one of your Real Brothers views it.

LINK POWER Displays your Link Power.

TEAM MARK This displays the mark of the team you belong to. Once you clear the game, you can select and change the Team Mark.

TEAM NAME This is the name of the team you belong to. Once you clear the game, you can form teams with your Brothers by changing your team name to their team. Forming teams will net you even more Link Power than you would normally receive.

PURPOSE This displays the current Purpose. Once you clear the game, you will be able to edit your Purpose.

Use the Continuation Screen, below the Profile Screen, to view and edit information for other profiles.

BROTHER SCREEN

At the Brother Screen, you can check your Real Brothers and your Opponent Noise.

BROTHER'S FACE

Select a Brother's face graphic to bring up that Brother's profile.

PLAYER'S FACE

Displays Noise graphic for Mega Man's current Noise transformation.

EMBLEM

Displays emblem for current Noise transformation.

+LINK POWER

Displays amount of Link Power that will be added to your overall Link Power.

BATTLE MATE SCREEN

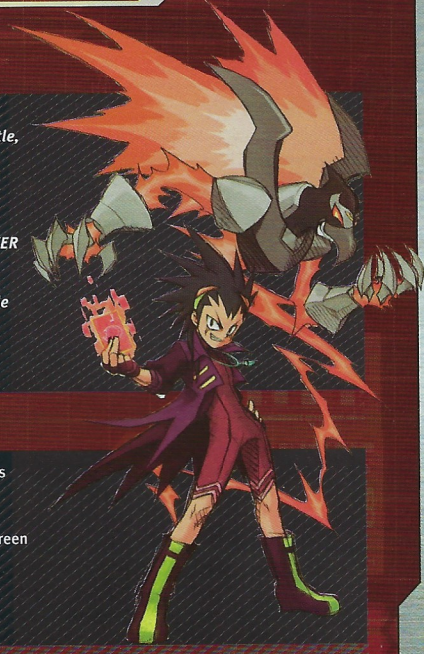
When you and your opponent both register each other as Battle Mates during a wireless connection or Nintendo Wi-Fi Connection match, you can then find each other more easily in subsequent Nintendo Wi-Fi Connection Wave Battles.

Move the cursor to ***BATTLE MATE*** on the Brother Screen and press the ***A Button*** to bring up the Battle Mate Screen. A list of Battle Mates that you can battle via Nintendo Wi-Fi Connection play will be displayed. To delete a Battle Mate, move the cursor to that Code Name, press the ***A Button*** and then select ***DELETE BATTLE MATE***. (Select ***BACK*** if you don't want to delete the name.)

The Battle Mate Screen is only designed for you to check your Battle Mate registrations and manage them. To register Battle Mates, use the Network Screen. (Registering a Battle Mate does not affect your Link Power.)

❑ You can also use the stylus to navigate the Brother and Battle Mate Screens.

USING THE WIRELESS CONNECTION



WHAT YOU NEED

- ❑ 2 Nintendo DS™ systems.
  - ◗ 2 systems are required for ***Wave Battle, Brother Invitation, Reg. Battle Mate*** and ***Card Trading.***
  - ◗ Up to 7 systems can be used for ***Data Update.***
- ❑ 1 ***MEGA MAN STAR FORCE® 3*** (***RED JOKER*** or ***BLACK ACE***) Game Card.
  - ◗ 2 Game Cards are required for ***Wave Battle, Brother Invitation, Reg. Battle Mate,*** and ***Card Trading.***
  - ◗ Up to 7 Game Cards can be used for ***Data Update.***

WHAT TO DO

1. Make sure all the Nintendo DS systems are turned ***OFF***, and that each one has a Game Card in the card slot.
2. Turn ***ON*** the systems. The DS Menu Screen will appear.
3. Touch ***RED JOKER*** or ***BLACK ACE.***

❑ *See pages 34-39 for further instructions.*

BAN ON WIRELESS PLAY IN AIRCRAFT

Any type of wireless play inside moving aircraft is illegal. If you use it, you will be subject to penalty, so make sure not to use it.

The Nintendo DS wireless connection functionality is turned ***ON***...

- When the Nintendo DS wireless icon is displayed when you make a selection.
- After a message confirming wireless connection play is shown, and you confirm it.

You can tell that the Nintendo DS wireless connection functionality is ***ON***...

- When the screen displays the wireless connection reception icon.
- When the Nintendo DS system's power light continues to flash twice every few seconds.

If any of the above conditions occur while you are in a moving airplane, please turn off the Nintendo DS system's power immediately.

WIRELESS PLAY RECEPTION TIPS

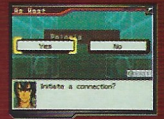
Antenna Numbers	0	1	2	3
Reception Strength	*Weak* ←			→ *Strong*

The reception icon shown on-screen during wireless connection play indicates the strength of your wireless reception. The stronger the reception, the more antenna bars that appear in the icon, and the smoother your wireless experience will be. The following tips will help you enjoy a fast, smooth wireless connection:

- Do not move the Nintendo DS systems farther than 30 feet apart from each other. Stay close enough so that you always have at least two antenna bars in the reception icon.
- Position the Nintendo DS systems to face each other, and minimize the number of obstacles, such as furniture, lamps, etc., between them.
- Other electronic appliances (microwaves, cordless phones, etc) may interfere with the Nintendo DS systems' wireless reception. If your reception is poor, check the vicinity for electronic appliances and either turn them off or move further away from them.

DS WIRELESS PLAY

This allows you to wirelessly connect to another player and enjoy ***Wave Battle, Brother Invitation, Reg. Battle Mate, Card Trading*** and ***Data Update.***



HOST-CLIENT SELECTION SCREEN — For wireless connection, you must divide the Nintendo DS systems into a Host system that hosts the game, and Client systems that are okay'd by the Host in order to join. Decide with your friends who will be the Host before starting play.

HOST — This makes the Nintendo DS system the Host and begins connecting to nearby Client systems.

CLIENT — This makes the Nintendo DS system a Client and begins connecting to a nearby Host system.

ENTER No. — Entering the same two-digit number makes it easier for Host and Client systems to find each other. A good place to use this feature is when playing at tournaments or other places where many other players could be nearby.

Select ***WAVE BATTLE*** to enter the Versus Menu. You can decide to fight a 1-Match or 3-Match Battle. The Host player also decides the number of turns before the battle begins.

1 MATCH PRACTICE
3 MATCH PRACTICE

Practice doesn't record the winner and loser of the match, so it's a great way to just have fun battling. However, the victor doesn't receive any reward cards, either.

1 MATCH BATTLE
3 MATCH BATTLE

The winner receives Battle Cards as a victory reward, and the winner's and loser's Code Names are recorded in the Battle Records.

- In ***MEGA MAN STAR FORCE® 3***, even if you lose to someone in Battle, you will never lose any of your Battle Cards to that player.
- You cannot pause the game during wireless connection battle.

WIRELESS CONNECTION

BROTHER INVITATION

Select this to automatically begin a 1 Match Practice battle.
After the battle, Brother Registration will automatically take place.

REG. BATTLE MATE

Select this to automatically begin a 1 Match Practice battle.
After the battle, Battle Mate Registration will automatically take place.

CARD TRADING

This allows you to trade Standard Class and Mega Class Cards (but not Giga Class Cards) with other players using Nintendo DS Wireless Connection.

DATA UPDATE

By connecting 1 Host and up to 6 Client systems, you can execute a Data Update on all 7 systems simultaneously. Executing Data Updates can have a variety of effects on all Brothers:

- Increases your Link Power as you advance in the game's story.
- Updates Record Screen times.
- Updates Noise transformation types and folder information.
- Updates Profile Screen information.
- Reports on recent developments for all Brothers.

NINTENDO Wi-Fi CONNECTION

Nintendo Wi-Fi Connection
Wi-Fi Wave Battle
Friend Code Input
Friend Code 08 Reg
Data Update
Wi-Fi Settings
Face off against Brothers and Battle Mates from around the globe.

Using Nintendo Wi-Fi Connection, you can fight against anyone in your country, send Brother Invitations and even execute Data Updates.

WI-FI WAVE BATTLE

Connect to anyone in your country who is also currently connected via a Nintendo Wi-Fi Connection, then battle that person. You can also battle Brothers and Battle Mates. The results of your battles will be recorded in your Nintendo Wi-Fi Connection Battle Records. If you should happen to turn off your Nintendo DS in the middle of a battle, that battle will be recorded as Null. However, it's rude to disconnect mid-battle. Please do your part to make Nintendo Wi-Fi Connection battles fun for all players.

SEARCH

Battle a random player from your own country who is also currently connected via Nintendo Wi-Fi Connection. First, choose settings for ***OPPONENT STRENGTH*** then select ***OK*** to search for opponents who meet those criteria. Please note: If your settings are too narrow, it may take more time to find an opponent, or you may find any opponents at all.

OPPONENT STRENGTH

Choose between ***ANYBODY*** and ***SAME AS ME***, based on the kind of opponent you want to fight.

Wi-Fi CAUTIONS

- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.
- You cannot pause during a Nintendo Wi-Fi Connection battle.
- Battles begin automatically if you let the Custom Screen idle for 2 minutes.

BATTLE BROTHERS & BATTLE MATES

Battle any of your Real Brothers or Battle Mates who are currently connected via Nintendo Wi-Fi Connection. Connected Brothers or Battle Mates will have the words ***ON AIR*** displayed in sparkling letters above their Code Names. Select a Brother or Battle Mate to ask them for a match.
The results of the battle will be recorded under Nintendo Wi-Fi Connection Battle Records.

FRIEND CODE INVT

Use Friend Codes to form Brother Bands with friends using the Nintendo Wi-Fi Connection, no matter how far apart you are geographically.

1. If you have connected via Nintendo Wi-Fi Connection at least once before, you will have a Friend Code, and you can select ***FRIEND CODE INVT*** to display the Brother Screen. (If you don't yet have a Friend Code, an option to connect to the Nintendo Wi-Fi Connection will appear when you enter the Brother Screen.)

2. Contact your friend via phone or email to share your Friend Codes.

Friend Codes allow people who know each other well to play each other online safely and easily. If you exchange Friend Codes with people you've met in online forums, or with people you don't know well, your game may become infected with modified data, or you may be subjected to offending words and phrases. To be safe, share your Friend Code ONLY with people you know well.

Share Friend Codes with friends via phone or email.

3. When you select ***FRIEND CODE INVT***, you proceed to the Brother Screen. Once there, select a location where you will enter your new Brother. When you connect to the Nintendo Wi-Fi Connection, Brother Registration will be complete.

4. If a Ready icon is on the Brother Screen when you connect to the Nintendo Wi-Fi Connection, the game will automatically try to form a Brother Band with your new Brother, who should also see a Ready icon on-screen. Select ***YES*** to begin forming the Brother Band.

FRIEND CODE BM REG

Register a Battle Mate in the same way that you apply for a Brother. *(See page 38.)*

DATA UPDATE

Update your data between yourself and your Real Brothers via Nintendo Wi-Fi Connection.

ONLINE SETUP

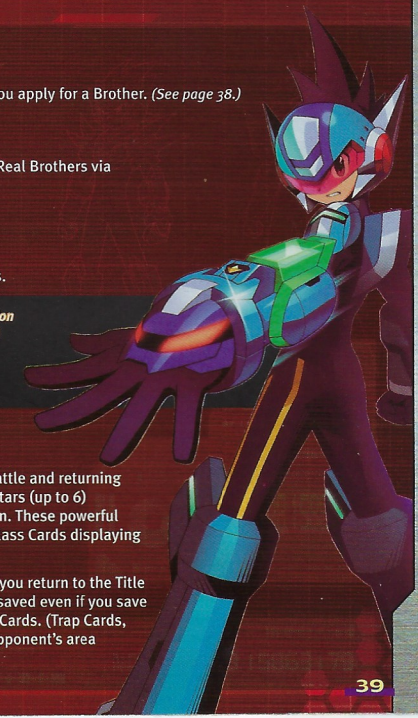
Set your wireless connection settings to take advantage of Nintendo Wi-Fi network features.

For more information, including contact information for your questions, please see the* Nintendo Wi-Fi Connection Guidebook. *If you are having trouble connecting, please see the guidebook section "What do I do when I can't connect?"

ATTACK STAR TAKE OUT

After enjoying a Nintendo Wi-Fi Connection battle and returning to the Hunter-VG Screen, you receive Attack Stars (up to 6) corresponding to the number of times you won. These powerful stars raise the Attack Power of all Standard Class Cards displaying their Attack Power.

Any Attack Stars you receive disappear when you return to the Title Screen or connect to a network. They are not saved even if you save your game, and don't have any effect on Trap Cards. (Trap Cards, seen only in Versus Battles, are set on your opponent's area and detonate in response to certain actions.)



TIGHT SPOT? TALK TO ME—OMEGA-XIS!

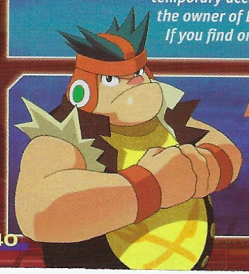
If you reach a point where you're not sure what to do next, or you've forgotten where you're supposed to go, press the L Button *or touch the Omega-Xis icon on the Touch Screen to talk to me! I might just be able to help you figure out what to do.*

WARNING POP-UP ON YOUR HUNTER-VG!

Sometimes you'll see a Warning pop up on the Touch Screen. That means there is "something" powerful nearby... and the Hunter-VG is alerting you to its presence. If you see one of these, prepare for a tough battle before moving on!

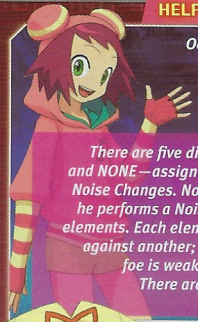
MYSTERIOUS ENCRYPTION CODE!

Know about encryption codes? Apparently, they give you temporary access to a certain server, and it looks like the owner of Big Wave's wizard is trying to do just that. If you find one, why not let the secret out?



FIGHT BROTHERS & BUILD UP LINK POWER!

By forming Brother Bands and fighting your Real Brothers, you can deepen your Link Power! Fighting just one battle won't get you a lot of Link, but if you fight lots of times your Link just gets bigger and bigger!



HELP MR. HERTZ IN BATTLE!

Occasionally, you'll see Mr. Hertz getting tangled up with a virus when you enter battle. Delete that virus without hitting Mr. Hertz, so you can save him! And then...something good just might happen!

ELEMENTS!

There are five different elements—FIRE, AQUA, ELEC, WOOD and NONE—assigned to Battle Cards, Viruses, and Mega Man's Noise Changes. Normal Mega Man's element is None, but once he performs a Noise Change he may gain one of the other four elements. Each element is strong against one element but weak against another; if you attack an enemy with an element that foe is weak against, you can do twice as much damage! There are also special attack methods that make use of elements, so be sure to experiment!

SEE A HELP POP-UP? HELP OUT!

While talking to people in the city, you may see a Help pop up on the Touch Screen. This means that person has something that's bothering him or her. Touch the Help pop-up to find out what the trouble is, then talk to the person again to see how you can help. Make sure you help out! Got it?

MAKE EXTRA CARDS USEFUL WITH CARD TRADERS!

Know about Card Traders? You can use them to trade unneeded Battle Cards for a new one that's more useful. As I recall, there was one in Nankoku's Store. As for the card you receive, that depends on your luck! If you have extra cards, try them out and see what you get!

??? *... IF YOU RELOAD YOUR GAME DATA...AFTER CLEARING THE GAME ONCE...YOU MIGHT JUST SEE...THAT SOME THINGS HAVE CHANGED....*

NOTES

NOTES

CAPCOM ENTERTAINMENT, INC. CREDITS

Vice President Product Development:	Scot Bayless
Director of Production:	Adam Boyes
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Translation:	James Wilson, Brandon Baker
Editing:	Andrew Alfonso, Brandon Gay
Manual Layout & Editing:	Hanshaw Ink & Image
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MEGA MAN STAR FORCE 3

NINTENDO DS

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EVERYONE

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Fantasy Violence
Mild Language

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